

The background of the title is a vibrant cosmic scene. At the top, a large, colorful galaxy with purple, blue, and white hues dominates the upper half. Below it, the Earth is visible as a blue and white sphere. A hand is shown reaching up from the bottom right, with a bright white laser beam or energy stream directed towards the Earth. The overall atmosphere is dramatic and spiritual.

The
WAR
for
HEAVEN
& EARTH

Battle for the Collective
Body, Mind & Spirit of Planet Earth!

INSTRUCTION
BOOKLET

TABLE of CONTENTS

GAMEPLAY OVERVIEW	1
QUICK-START INSTRUCTIONS	2
LIGHT & DARK	3
PLANES of BODY, MIND, & SPIRIT	4
RINGS of ALIGNMENT	5
ENERGETIC UNITS	6
AVATARS	7
TERRITORIES	9
SACRED SITES & HOLY CITIES	10
MOVEMENT & COMBAT	11
THE DIE ROLL	12
ALIGNING THE PLANES	13
STRATEGY CARDS	14
GAMEPLAY EXAMPLES	15



TABLE of CONTENTS

OVERVIEW of GAME	1
QUICK-START INSTRUCTIONS	2
LIGHT & DARK	3
PLANES of BODY, MIND & SPIRIT	4
RINGS of ALIGNMENT	5
ENERGETIC UNITS	6
AVATARS: <i>Masters, Magicians & Knights</i>	7
TERRITORIES	9
SACRED SITES & HOLY CITIES	10
MOVEMENT & COMBAT	11
THE DIE ROLL	12
ALIGNING the PLANES	13
STRATEGY CARDS	14
GAMEPLAY EXAMPLES	15
MULTI-PLAYER VARIANTS	20
TAROT CORRESPONDENCES	21

OVERVIEW of GAME

There is an unseen battle for the collective body, mind and spirit of the planetary being known as Earth, or Gaia, which includes all within her 5 Kingdoms; mineral, plant, animal, human and spiritual. For eons untold, the forces of Light and Dark actively vie with one another upon the 3 Planes (Physical, Mental, Spiritual) to spread their influence around the world in an effort to Align Territories to their cause and ultimately win the multi-dimensional War for Heaven and Earth.

The Ascended Masters of both the Light and Dark have foreseen the coming of a great Event; an opportunity for all living upon Gaia to ascend to a higher level of consciousness and to a new part of the Universe. The forces of the Dark seek to prevent this Ascension while the Light attempts to ensure that all kingdoms upon Earth have been given the opportunity to align with it if they so choose.

Players begin with an Ascended Master, who wields power upon both the Mental and Spiritual planes. They can create nimble Knights who are powerful upon the Physical plane to spread out and claim Territories. A Knight may be promoted to the rank of Magician, reflecting a heightened ability to work upon both the Physical and Mental planes.

The forces of Light and Dark work to place their own Rings of Alignment upon as many Territories as possible before The Event occurs to end the game. They must choose their course of action wisely, as the game provides for great flexibility and freedom of choice, but carries the subtlety for shrewd maneuvers and high-stakes battles that can produce the triumphant cries of victory, or the eerie silence that accompanies a truly bitter loss.

This ageless War has reached a critical moment. Will Gaia and her 5 Kingdoms prevail or will the forces of Darkness succeed in thwarting the Ascension Event?

QUICK-START INSTRUCTIONS

Players attempt to fully Align as many Territories to their color as possible before the Event card is played.
(The Light always cedes the first turn to the Dark.)

ON YOUR TURN

1. Place your Ascended Master upon any Sacred Site and set a pyramid upon it to symbolize your Holy City.
(Rings of Alignment are not necessary)
2. Players begin each turn by collecting their allotment of Energetic Units according to the following scale:
MASTER=4 | HOLY CITY=3 | SACRED SITE=1
3. Players may spend their EUs to:
 - ~Align Neutral Territories
 - ~Create, Promote or Move Avatars.
 - ~Engage in Combat by Attacking occupied Territories
4. Players collect 1 Strategy Card every time they fully Align a Territory and can play one per turn.
5. When the Event card is played, the player with the highest number of fully Aligned Territories wins the game!

LIGHT & DARK

The ageless War of Duality is unfolding dramatically in our present Age but has also left evidence of the myriad traumas and triumphs that it has caused during the many mysterious ages of Earth's long and hidden history. Dualistic thinking, such as 'bad vs good' or 'light vs. dark' is a trait common to both the Physical and Mental planes but is said to be non-existent upon the lofty planes of Spirit where the Ascended Masters dwell.

Yet, players must assume the role of One who directs the energy of the forces of Light or Dark, as One who has the eyes to see the often subtle maneuverings within the 3 Planes and to calculate and implement a winning strategy. Each must play according to their strengths and seek the fickle favor of fate who can turn the tide of battle in the blink of an eye, by the flash of a blade or the heart-beat of a prayer.

Although players are tasked with the roles of Light and Dark, they need not identify too closely with the positive or negative aspects of their own 'team' but are encouraged to observe and discover the methods both teams employ in their effort to Align the Kingdoms and Territories of Earth.

THE LIGHT: These are the forces known as Good, whose thoughts and actions speak of Love, Forgiveness and Compassion. Their power is often exerted upon the Mental and Spiritual planes, rather than the Physical, but their kindness must not be confused with weakness for their power upon the planes is considerable. Their primary tools consist of Empowerment in Spirit, Enlightenment in Mind and Physical Creation.

THE DARK: These are the forces known as Evil and are comprised of Beings whose actions are essentially selfish. They wield tremendous influence upon the Physical and Mental planes and some can reach up into the lofty Spiritual planes. Theirs are the tools of Control of Spirit, Corruption of Mind and Physical Destruction.

PLANES OF BODY, MIND & SPIRIT

Many religions and schools of esoteric philosophy employ the term 'plane' to describe a state of being, or a major aspect of universal, collective and personal consciousness such as the physical body, the emotional and mental consciousness as well as the intuitive and spiritual states that can elude those who are unable to match their lofty resonant frequencies. It is generally believed that the Spiritual plane vibrates at a much faster rate than the Mental, whose frequency is much higher than the dense matter of the physical plane.

Just as the body and mind may experience different realities simultaneously within a single Being, so are the 3 Planes stacked upon one another in our universe. They exist together, separate but overlapping, and are constantly interacting with one another according to Free-Will and Universal Law. Together it all forms an immense training ground for Souls who wish to engage the multi-dimensional War of Heaven and Earth.

PHYSICAL PLANE - 3D - Third Dimension: This Plane encompasses the tangible reality that is common to all who have their being upon Gaia. This plane pertains to bodily and planetary health, as well as issues such as war, famine and all else that can be demonstrated physically but extends up to include the baser Emotional states as well.

The Physical plane can only be accessed from within or an adjacent Territory. It is the inner Ring of Alignment and players roll a four-sided die (1D4) when Attacking or Defending upon the Physical plane.

MENTAL PLANE - 4D - Fourth Dimension: This is the Plane of Thought, higher Emotions and is where many choices are made that directly affect the other Dimensions. Campaigns designed to sway public opinion, disguise or pervert truth or systems of belief are examples of Mental plane tactics.

The Auric Field of the Mental plane may be accessed from a distance of +1 (2 spaces). It is the middle Ring of Alignment and players roll a six-sided die (1D6) when Attacking or Defending upon the Mental plane.

SPIRITUAL PLANE - 5D - Fifth Dimension: This is the Plane of Soul and our connection to All That Is. Intuition, conscience, reflection and revelation are tools used in Spiritual work, and this plane encompasses all aspects of existence that are considered to be metaphysical, magical or divine.

The Auric Field of the Spiritual plane may be accessed from a distance of +2 (3 spaces). It is the outer Ring of Alignment and players roll a ten-sided die (1D10) when Attacking or Defending upon the Spiritual plane.

AURIC FIELDS

Magicians and Ascended Masters possess a powerful Aura, which emanates to the Territories around them but cannot cross the oceans or through occupied Territories. This allows them to mount Mental or Spiritual attacks from a greater distance than Physical Attacks if the player so chooses.

Knights may only be created within or in a Territory that is adjacent to the Magician, Ascended Master, Sacred Site or Holy City that creates them. Magicians may be created within two Territories from a Holy City or Ascended Master. Ascended Masters must be created in a Holy City.



THE RINGS OF ALIGNMENT

"One ring for the earthen plane, a second for the mind, a third for the realm of spirit to blend and to bind."

Spiritual Plane Outer Ring

Mental Plane Middle Ring

Physical Plane Inner Ring



The Auric Field of the Spiritual plane may be accessed from a distance of +2 (3 spaces). It is the outer Ring of Alignment and players roll a ten-sided die (1D10) when Attacking or Defending upon the Spiritual plane.

AURIC FIELDS

(No Diagonal Combat)

Physical = Adjacent
 Mental = +1 squares
 Spiritual = +2 squares

MOVEMENT

(Cost: 1 Energetic Unit)
 (No Diagonal Movement)

Knight = 1 or 2 squares
 Magician = 1 square
 Master = 1 square



THE RINGS OF ALIGNMENT

"One ring for the earthen plane, a second for the mind, a third for the realm of spirit to blend and to bind."

Spiritual Plane: Outer Ring

Mental Plane: Middle Ring

Physical Plane: Inner Ring



ENERGETIC UNITS

Everything upon the 3 Planes is energy, which represents the ability to create, whether it be a person, a thought or an ideal. Energetic Units (EUs) can be won in battle and players are assigned Energetic Units at the beginning of each turn according to the following scale:

- 4EUs for each Master
- 3EUs for every Holy City
- 1EU for every Aligned Sacred Site

Players begin the game with an Ascended Master and a Holy City, and therefore are given 7 EUs on each turn. This increases to 8 if a Sacred Site is Aligned or to 10 if a second Holy City is established upon it. If a second Master is then created, the player will be given 4 more to total 14 EUs at the beginning of each subsequent turn. If a Holy City or Ascended Master is lost in battle, the player receives a corresponding number of fewer EUs at the beginning of their turn according to the same scale.

All that a player may wish to undertake in the game is accomplished with Energy, measured simply as Energetic Units. Every action, whether attacking, creating, promoting or moving an avatar, as well as Aligning a Territory, carries a cost that is expressed in Energetic Units. A player's turn continues until they have exhausted their EUs.

EUs may be used to perform the following actions:

- 1EU to create an Knight.
- 1EU to move a Knight 1 or 2 Territories, or to move Magician/ Master 1 Territory.
- 1EU per avatar per plane to Attack.
- 1EU to Align a Territorial plane.
- 3EUs to promote a Knight to Magician.
(Requires the Aura of a Master or Holy City)
- 7EUs to build a Holy City from an Aligned Sacred Site.
- 7EUs to create second Ascended Master. (Requires Card)

*Use the EU counter on the Map to keep track of EUs during Combat!



AVATARS: Masters, Magicians & Knights

Avatars represent the 3 grades of Beings who are responsible for the movement of Energy throughout the planes. They are the 'boots on the ground' in many respects, although the Ascended Master has no direct contact with the Physical plane. They are the messengers and soldiers tasked with carrying out the divine plan for Earth and are your primary tools in the game.

ASCENDED MASTERS



Ascended Masters are the rare and sacred World Teachers found by seekers in every Age. The Christ, Buddha, Krishna and others are believed to have achieved a state of consciousness that exists outside of physical time-space and beyond duality consciousness. Those of the Light represent the fruit of the path of enlightenment and serve as beacons of light along the way. Although we shall not name them, we are certain that the Dark forces have their own villainous heroes as well.

Ascended Masters operate in the Mental and Spiritual planes and are said to have transcended the Wheel of Life and Death and to exist in their light-bodies in the Spiritual Planes of the 5th Dimension and higher. Yet, many remain karmically tied to the kingdoms of Earth (and Humanity in particular) where they still seek to influence the affairs of men.



Ascended Masters may operate upon the Mental and/or Spiritual planes. An Ascended Master that is lost due to Combat may be replaced by promoting a Magician within a Holy City without a card. Additional Ascended Masters may only be created by promoting a Magician by the player's original Ascended Master upon an additional Holy City. (Requires Card.) (Cost to Promote from Magician: 7EUs)

MAGICIANS

Magicians are those who have assimilated great wisdom and wield it judiciously according to their ideals. They are free to battle upon the dense physical or the Mental plane and often leave an indelible mark upon society. Plato, Socrates, Bacon, Hall, Tesla, Jung and many others exemplify the essence of mastery upon the dense physical and subtle mental planes.



Magicians may be created by promoting Knights within Holy Cities, or by an Ascended Master upon any Physically and Mentally Aligned Territory that is within their Auric Field. Magicians may utilize the Physical and/ or Mental Planes. (Cost to Promote from Knight: 3EUs)

Magicians may perform regular or Coordinated Attacks upon one or both planes, but must pay the EU cost for each plane they wish to use. Mental attacks may be used from a distance of 2 spaces. A Magician may be promoted to a Master if a player claims a second Holy City (Requires Card) or if they have lost their first Ascended Master in combat.

KNIGHTS

A Knight is an advanced student of Physical energy and may be viewed as highly skilled in their field of endeavor. They are those who have risen from the masses due to their dedication, perseverance and skill. Yet, despite their considerable savvy, they have yet to perfect the ability to function upon the subtler planes of Mind or Spirit. Knights comprise many varied and notable personages from John Lennon to John F. Kennedy and from Martin Luther King, Jr. to Aleister Crowley.



In the game, Knights are limited to working only upon the Physical plane and can rise from Holy Cities, or be created by a Magician or Ascended Master upon any Territory that is Physically Aligned and adjacent to them. Knights are more nimble than the other avatars and may move 1 or 2 Territories for 1EU. (Cost to Create: 1EU)

TERRITORIES

The human population is increasingly becoming aware that Planet Earth is a conscious and sentient being, and has hosted the War for Heaven and Earth for many thousands of years. Although the Human kingdom may draw territorial lines upon our maps and change the names of our nations, to Mother Earth, it matters little what we call ourselves or where we draw our borders.

For the purposes of the game, a Territory is one square, comprising the collective Physical, Mental and Spiritual plane vibrations from every kingdom on Earth (mineral, vegetable, animal, human and spiritual) within a geographic region. Any square on the gameboard that contains land may be considered a Territory, as well as the Islands.

A Territory is Aligned by completing the three Rings of Alignment, which represent its polarization toward the Light or Dark in each respective plane: Physical, Mental and Spiritual. The Territory is considered Chaotic if there is a conflict due to the presence of both Light and Dark in the 3 planes, and is referred to as being neutral in those planes that have not yet been claimed. Players receive one Strategy card every time they fully Align a Territory.

The cost to Align any neutral plane on a Territory is 1 EU, and this can be done from the standard Auric Field distances. (Physical-Adjacent | Mental +1 | Spiritual +2.)

A Territory that has the presence of both Light and Dark is said to be Chaotic, which renders it useless for mounting attacks until the imbalance has been remedied. If a Territory is occupied by an opponent's avatar, a battle must ensue before any of the planes can be Aligned. Territories may hold up to 3 avatars who automatically work together on Defense and may individually choose to participate in a Coordinated Attack.



*If there is ANY LAND upon a square, it is considered to be a Territory.
(All squares shown are Territory(s))

*Travel from Port to Island for 1 EU, then to any color-coded Port for 1 more.



SACRED SITES

These key energetic vortices exist at various places around the earth and are very important to the forces of both the Light and the Dark. We can see and feel the evidence of these sites when studying or visiting the pyramids of Egypt and South America, Stonehenge and other energetic sites of great antiquity throughout Europe and the rest of the world as well as the Ley-Lines that criss-cross the planet that have long been known as Dragon Lines.

An Aligned Sacred Site can be used to create Knights without the presence of a Magician or Ascended Master. Each Aligned Sacred Site provides an additional 1EU per turn and may be used to create a Holy City for 7 EUs.
(Requires Card)

HOLY CITIES

Holy Cities are found worldwide and have always been constructed on hallowed ground. Machu Picchu, Jerusalem and Mecca are well-known examples, and there are tales of fallen cities of Alexandria, Troy and Camelot as well as entire civilizations that are hinted at in our tales of Lemuria and Atlantis.

A Holy City is built upon an Aligned Sacred Site at the cost of 7 EUs and may produce Knights or promote them to Magicians without the presence of an Ascended Master. An Aligned Holy City entitles a player to 3EUs per turn. A second Ascended Master may be developed from a Magician within a Holy City for the cost of 7 EUs and a 'Create Master' card. (Replacing one's original Master does not require a card.)

History demonstrates that Holy Cities may seem almost impervious to attack, but even the strongest may eventually be brought to ruin or eroded from within. In the game, Holy Cities are impervious to opponent's seeking to Align its planes, but if an Attack is successful, a Holy City may be demoted to a Sacred Site for 7 EUs. Once it has been thus demoted, the Alignment of its Territories becomes possible. An abandoned Holy City (containing no avatars) may be demoted by an opponent for 7 EUs without engaging in Combat.



*Place a Pyramid token upon your Holy City!

MOVEMENT & COMBAT

MOVEMENT

Players may only move their avatars in the cardinal directions; North (up) South (down) East (right) and West (left). Diagonal movements are not allowed but the only limit to the distance an avatar may move on their turn is the EU cost.

- Knights may move 1 or 2 Territories for the cost of 1 EU. (Including Ocean Travel)
- Magicians and Ascended Masters move only 1 Territory/ 1 EU

Moving across the water requires players to embark from a color-coded Port City and move to the nearest Island way-station that is the same color for the cost of 1 EU per avatar. They may then pay 1 EU to travel from the Island to any color-coded Port City, which is considered to be adjacent to the Island. Avatars may not travel between different colored Ports or Islands without first embarking from a linked Port City.

COMBAT: ATTACKING

Combat becomes necessary if a player's avatar wishes to occupy, Align or pass through a Territory occupied by an opponent. The forces of Light and Dark must each choose their battles carefully for war is expensive but carries the potential to win great amounts of Energy. Combat may occur on one, two or all three-planes depending upon the avatars involved, the Territorial Alignment and the player's decision.

The Attacking player must pay 1EU for every avatar and plane they wish to utilize in the attack. Knights may only operate upon the Physical plane, therefore; they always make their Attacks for 1 EU. Magicians may choose to utilize the Physical and/ or the Mental planes, paying 1EU for each while Ascended Masters may operate in the Mental and/ or Spiritual planes and also pay 1EU for each.

*Movement & Auric Fields operate
Up, Down, Left & Right, not diagonally.
Auric Fields cannot cross water or through Occupied Territories.



COORDINATED ATTACKS

Players may mount Coordinated Attacks which utilize two or more avatars from one or more Territories. Each participant in a Coordinated Attack must be within the proper Auric distance of the Defender and pay 1EU per plane they choose to utilize. Each Coordinated Attack adds +1 to the die roll for each plane they support. (Note that additional forces DO NOT add another die roll, only +1 per plane.)

A player may Attack one Territory from one or more Territories with one or more avatars, upon one or more planes at a cost of 1EU each, providing that all associated Territorial planes are Aligned. Attacks may be made from any distance within the Auric Field. Avatars may not Attack more than once each per turn.

THE DIE ROLL

If a player has at least one avatar engaged in Combat, they are entitled to roll the die for the respective plane. They receive an additional +1 to that roll for every other avatar who engages in a Coordinated Attack upon that plane.



PHYSICAL
PLANE
1D₄



MENTAL
PLANE
1D₆



SPIRITUAL
PLANE
1D₁₀

(Using the scenario from EXAMPLE 2 on PAGE 16, suppose the following.)

PHYSICAL PLANE: Dark rolls a 3 and adds +5 for the other avatars involved in the Coordinated Attack. (8) The Light is not entitled to a die because the Physical plane was not Aligned. (0)

MENTAL PLANE: Dark rolls a 3 and adds 3 for the other avatars involved in the Coordinated Attack. (6) Light rolls a 3 and adds 1 for the second Magician. (4)

SPIRITUAL: Dark rolls a 5. The Light has no Master to defend this plane. (Total from all dice: Dark-19 | Light-4)

The Dark wins 15 EUs.

COMBAT: DEFENDING

A player automatically Defends a Territory that is attacked with all avatars that are currently inside the Territory. They have full use of any Aligned planes within the Territory, limited only by their normal ability to work upon the planes.
(Knights-Physical | Magicians-Physical/Mental | Ascended Master-Mental/Spiritual)

Defending players are not subject to an EU cost and are entitled to the use of one Strategy Card per Ascended Master they have on the board but they cannot enlist aid from other Territories even if they are adjacent to them.
(No Coordinated Defenses without a Card.)

COMBAT: ALIGNING, DEMOTING & REMOVAL

Avatars are limited to the planes they can work upon and the Alignment of the Territorial planes upon which they stand, therefore, they may not Attack or Defend in planes they cannot normally operate upon, or upon any plane that is not Aligned to their color.

If the Attacker wins the die roll, they may then Align one or more planes upon the Territory they attacked, limited only by the planes their avatars may work upon, and the number of EUs in their possession. A Knight may only Align the Physical, while Magicians may Align the Physical and Mental but an Ascended Master is required to Align the Spiritual plane.

When an Attacking player wins a battle, the Defender's avatars upon the Territory are temporarily vulnerable. If the Attacker can Align the appropriate planes within the Defender's Territory on the same turn, they may also demote their opponent's avatars by paying their Cost to Create.


Knights may only Align the Physical plane, therefore, only the Physical plane must be Aligned in order to remove them. A Magician may only be Demoted to Knight once the the Physical and Mental planes of the Territory have been Aligned. Likewise, an Ascended Master can only be Demoted once the Spiritual and Mental planes have been Aligned.

STRATEGY CARDS

Strategy Cards represent the tools and tactics, the campaigns and cover-ups as well as the sneaky strategies employed by all who engage in the War for Heaven and Earth. The Light and Dark draw upon the same root energies and share one deck of Strategy Cards, which can be used to further the cause of the Dark or the Light, and reflects their different approaches to the work of Aligning the Planes.

Many cards effect more than one plane, some allow players to rewrite history, purify the oceans, control the global financial markets or even to choose the precise timing of The Event which determines the fate of the world and ends the game.

A Strategy Card is drawn the moment a Territory is fully Aligned. If another player successfully Aligns the same Territory later, they take a new card. There is no limit to the number of Strategy Cards a player may hold but only one can be played per Ascended Master per turn. Cards are used only once and are discarded upon use.

Many Strategy Cards contain the  Yin-Yang symbol and do not operate upon the planes directly but will state their special use on the card. The other cards each add +1 per avatar engaged in Combat upon one of the planes specified on the Card by the Rings of Alignment.



These cards can be used in conjunction with a Coordinated Attack to amplify the die roll. If a total of 6 Knights attack, a supporting card can add an additional +6 to their Physical plane die roll. * Total of 1D4 + n for a Physical plane roll!

Cards denoting 2 or more planes offer players the choice of which plane the effect will occur upon, but it can only be used upon one die roll upon one plane.

GAMEPLAY EXAMPLES

EXAMPLE 1



KNIGHT

KNIGHTS: Always cost 1 EU to Attack and add +1 to Coordinated Attacks.



MAGICIAN

MAGICIANS: Pay 1 EU if using one plane, 2 if both. Add +1 to Coordinated Attacks.



MASTER

MASTERS: Pay 1 EU if using one plane, 2 if both. Add +1 to Coordinated Attacks.

Players add up the EU cost for each Attack and pay it at the beginning of Combat.

Consider a player who chooses to attack the Physical plane with 4 Knights and 3 Magicians. (7EUs)

Now consider if that player also Coordinated the 3 Magicians and a Master to engage upon all possible planes. (12EUs)

The player is entitled to roll the following dice:

*Note that each additional avatar adds +1 to the die roll.
~ 7 upon Physical plane
~ 4 upon Mental plane
~ 1 upon Spiritual plane



1D4 +6



1D6 +3



1D10

Cost: 12 EUs

29 Energetic Units possible!

*Use the numbers printed across the Map to track your EUs!

15

EXAMPLE 2

THE DARK MAY:

- Attack square 5 from squares 6, 9 and 13.
- Attack square 2 from square 6.
- Attack square 10 from squares 6, 9, 11 and 13.

THE LIGHT MAY:

- Attack square 6 from squares 2, 5 and 10.
- Attack square 9 from squares 5 and 10.
- Attack square 11 from squares 2 and 10.

EXAMPLE 2

Suppose that it's the Dark's turn and they draw the standard 7 Energetic Units plus 4 from Sacred Sites. (11 EUs)



The Dark chooses to attack square 5 with everything in their power. Their Attack can be broken down as follows:

PHYSICAL PLANE: (Cost: 6) 3 from square 6, 3 from square 9.

MENTAL PLANE: (Cost: 4) 2 from square 6, 2 from square 13.

SPIRITUAL PLANE: (Cost: 1) 1 from square 13.

Total Cost of Attack: 11 EUs. Potential Roll: 28



1D4 +5

1D6 +3

1D10

*The Defender is entitled to roll only 1D6+1 because the Physical plane has not been aligned.

16

EXAMPLE 3

THE DARK MAY:

- Attack square 5 from squares 6, 9 and 13.
- Attack square 2 from square 6.
- Attack square 10 from squares 6, 9 and 11.

THE LIGHT MAY:

- Attack square 6 from squares 2, 5 and 10.
- Attack square 9 from squares 5 and 10.
- Attack square 11 from squares 2 and 10.

EXAMPLE 3

Suppose that it's the Light's turn and they draw the standard 7 Energetic Units.



In lieu of engaging in Combat, the forces of Light choose the following:

- Align the Mental plane in square 2 via the Master. (1EU)
- Move the Knight from square 5 to 2. (1 EU)
- Align the Physical plane in square 2. (1 EU)
- Collect a Strategy Card for fully Aligning square 2.
- Create a Knight in square 2 using the Master. (1 EU)
- Create a Knight in square 5 using the Magician. (1 EU)
- Move one Magician from the Island (square 10 is part of the Island) to square 16 and Align the Mental plane in square 16. (2 EUs)

Use the EU counter & your



token to keep track of your Energy!

Port City &
Sacred Site
in 1 Territory
(Hint)



OCEAN TRAVEL

Port City to Island: 1 EU
Island to Port City: 1 EU
*Price is per Avatar. Knights are permitted their double-move.

ISLANDS

All Islands are considered to be Adjacent to their color-coded Port Cities, allowing for Combat upon the Physical plane only. (Auric Fields cannot cross water.)



This Island connects Western Ports in squares 26 & 51 with squares 35, 46 & 60 in the Far East.



This Island connects Western Ports in squares 51 & 76 with square 72 in the Far East.

This Island connects the Ports in squares 42, 53 & 76 with square 67.

This Island is comprised of 4 Territories - Align them all and deny your opponent travel privileges.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

61 81 71 91 51 41 31 21 11 01 9 8 7 9 5 4 3 2 1

The MASTER may Align, Attack or Create upon the Spiritual Plane in any Territory that is within 3 squares - and the Mental Plane within 2 squares.

The KNIGHT may Align or Attack the Physical Plane upon any Adjacent Territory.

SPIRITUAL AURIC FIELD

MENTAL AURIC FIELD

ADJACENT

MOVEMENT & AURIC FIELDS conform to the

Cardinal Directions:

North (Up) ↑

South (Down) ↓

East (Right) →

West (Left) ←

* NEVER DIAGONALLY

HOLY CITIES are always built upon SACRED SITES (Place a Pyramid token on your Holy City)

RINGS of ALIGNMENT All Avatars may only Attack or Defend if the Territorial Planes where they stand are Aligned.

(to square 37)

The Master may only utilize the square's Mental Plane until she Aligns its Spirit.

The Magician may only utilize the square's Mental Plane until he Aligns its Physical Plane.

Every Territory can hold up to 3 Avatars!

The Island is fully Aligned but abandoned, making it easy for an opponent to invade!

(to square 75)

9 20 21 22 23 24 25 26 27 28 29 30 31 32 33

MULTI-PLAYER VARIANTS

The WAR for HEAVEN & EARTH can easily accomodate three or four players because the essence of the game does not change.

Each player receives an Ascended Master and a Holy City to create wherever they choose. No other player, even if they are of the same color, can control the actions of this Master, but all other avatars can be freely directed by the other Master of each color.

With the addition of the second Master and Holy City, the forces of Light and Dark each begin a four-player game with 14 Energetic Units per turn instead of the usual 7. These, they must agree to share in some manner. We suggest the following Variants but it is not required that both colors conform to the same one.

VARIANT 1: ROTATE: Two players of the same color alternate turns between themselves. Player 1 makes all of the decisions and controls the EUs for one entire turn, ceding the same to player 2 upon the next turn. *Opponent gets a turn in-between.

VARIANT 2: SHARE: The two players work together and spend the EUs fluidly between themselves.
*This Variant is suggested for groups larger than four people.

VARIANT 3: SPLIT: The two players split the EUs as evenly as possible and each is free to make their own decisions for their share of the split. *When EUs are an odd number, rotate the larger share according to Variant 1.

Players of both colors are also free to negotiate temporary cease-fire treaties and agreements but must also decide how will they be enforced.

INSPIRATION & PURPOSE

The inspiration for The WAR for HEAVEN & EARTH arose from our studies into the hidden worlds that we all exist within, yet are rarely aware of. The Planes are all very real and we wish to help awaken those who have not yet claimed their personal power to rise to the rank of Knight, Magician or even Master in their daily life by learning some of the fundamental Laws by which the game is played.

POLARITY/DUALITY

The WAR for HEAVEN & EARTH provides players with a 'bird's-eye' view of the never-ending War of Duality. The exoteric war has correspondences to the esoteric battles that occur within us all, and will continue as long as players wish to engage with Duality. Polarized thinking can be observed wherever there is a 'right' for there must also be a 'wrong.' This creates a voltage potential between the two poles and energy begins to flow. The energy may be used to further the aims of the Dark or the Light, for the root energy is the same. The choice is yours!

TAROT CORRESPONDENCES



TEMPERANCE

"The Great Way of the Spirit"

Light Aspects: Alchemical reunification of that which has been dissolved, bringing matter from an incomplete condition to a state of perfection through purification. The Philosopher's Stone.

Shadow Aspects: Gluttony, addiction, excess and conflict.

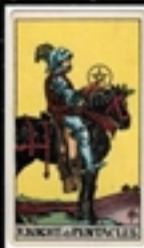


THE MAGICIAN

"The Matrix of the Mind"

Light Aspects: The strength of applied Will, vital energy, self-realization, the self-less human consciousness.

Shadow Aspects: Aggressiveness, egoism, misuse of power, the selfish human consciousness.



KNIGHT of PENTACLES

"Son of the Earth"

Light Aspects: Stabilization through work, perseverance, reliability, diligence, patience and trust in the process.

Shadow Aspects: Stubbornness, stagnation & phlegmatic nature.

"A Master of the Wisdom is one who has undergone the 5th Initiation, meaning that his consciousness has undergone such an expansion that it now includes the 5th, or Spiritual Kingdom.

He has worked his way through the lower Kingdoms (mineral, vegetable, animal, human) and has expanded his center of consciousness until it encompasses the plane of Spirit."

~Alice A. Bailey

LOVE & LIGHT

GAMES

Esoteric Disclosure Games for the Aquarian Age
[Facebook.com/LoveAndLightGames](https://www.facebook.com/LoveAndLightGames)

The WAR for HEAVEN & EARTH

was created by

Patrick & Elise Westfall

www.facebook.com/LoveAndLightGames